

Brains and brawns

overview

Brains and brawns is a hack of lasers and feelings turning it into a setting agnostic system meaning you can play in any setting you want to.

character creation

1. **choose a style**(this is your character's main concept examples are scientist with an attitude, gunslinger with magic bullets, alcoholic demon hunter etc)
2. **choose your number** ranging from two to five. a high number means you're better at **BRAINS**(examples are hacking a computer, analyzing a crime scene, casting a spell, diplomacy, seduction, precise action etc) while a low number means you're better at **BRAWNS**(examples are knocking down a door, killing enemies using brute strength etc)
3. **give your character one strength and one weakness** as well as three traits of your choice(the gm can change the required amount of strength, weaknesses and traits according to the tone of the game)
4. **give your character a name**
5. **choose one starting goal for your character**(examples are: get rich, get revenge, save a loved one etc)
6. **decide with the other players the relationship of your character and the other player's characters with each other**

rolling the dice

When you do something risky, roll 1d6 to find out how it goes. Roll +1d6 if you're prepared and +1d6 if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

If you're using **BRAINS**, you want to roll under your number.

If you're using **BRAWNS**, you want to roll over your number.

If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.

If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

If two dice succeed, you do it well.
Good job!

If three dice succeed, you get a critical success!
The GM tells you some extra effect you get.

If you roll your number exactly, you have BRAINS AND BRAWNS. You get a critical success and special insight into what's going on. Ask the GM a question and they'll answer you honestly.

HELPING: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them +1d6.

combat(optional)

1. all PCs and hostile creatures roll a d6 the group with the higher result starts. after the first round(a round ends when both groups finished their turn)the starting group of a round alternates
2. just like PCs, NPCs have a brains/brawns number that works just like the PCs brains/brawns number. NPCs also have traits
3. Each character in the fight can do up to two actions per turn when it's their group's turn. What counts as one action is up to the GM
4. The battlefield is separated into zones, each zone is a distinct part of the battlefield for example a house can have a zone for the bedroom and a zone for the kitchen. if using a melee weapon you can only hit enemies in your zone while ranged weapons can hit any enemy in an adjacent zone. you can also use an action to move to an adjacent zone
5. all PCs and NPCs have three wound points(can be more if agreed upon with gm) whenever a character gets hit make a brawns roll if they succeed they dodge the attack if they fail cross one wound if all three wounds have been crossed they are knocked out while being knocked out The character can only move between zones until an ally revives them in which case the revived character heals a wound point(the gm might give you ways to heal more wound points depending on the world you're playing in) if a character is knocked out and are being hit again then you are dead.
6. to gain an advantage in battle you can use the environment in the zone you're currently in to create environmental effects in that zone just describe the preparations

and your intention so the GM would be able to tell you what to roll. If successful the GM will give anyone and anything that happens in that zone a buff or debuff according to the environmental effect created. Trying to attack someone in an adjacent zone that has an effect that affects both attacker and defender

Resting

Outside of combat the PC's can rest to regain some wound points. There are two types of rest. While resting PC's can use the downtime to perform non combat activities like shopping, crafting and whatever the GM allows. You can never recover more than your maximum wound point amount

unsafe rest

Resting in an unsafe place or a place you don't know whether the area is safe will recover one wound point

Safe rest

When resting in an area that you know is safe you recover all of your wound points

if the gm allows to you may recover all wound points at the end of a session

GM advice

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

also don't be afraid to add additional rules if you want to. While I believe base brains and brawns can work for many genres and settings you might still want to add some special rules for specific genres like horror or to add rules that provide theming to the game

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